



The screenshot shows the MIT App Inventor web interface for a project named 'HelloPurrStarter'. The top navigation bar includes links for Projects, Connect, Build, Settings, Help, and a user profile. The main workspace is divided into three panels:

- Left Panel (Component Palette):** Contains a list of components categorized by function. The 'Sound' component is currently selected.
- Center Panel (Canvas):** Displays a mobile app preview. The app shows a cat image with the text 'Pet the Cat!' below it. The status bar at the top of the preview shows the time as 9:48.
- Right Panel (Properties and Media):** Contains two sub-panels. The top sub-panel, titled 'Screen2', lists components: Button1, Label1, and Sound1. The bottom sub-panel, titled 'Media', shows a list of media files: 'kitty.png' and 'meow.mp3'. Below this is an 'Upload File...' button.

The 'Label1' properties panel on the far right is expanded, showing various settings:

- Appearance:** BackgroundColor (None), FontBold (checked), FontItalic (unchecked), FontSize (36), FontTypeface (default...), HTMLFormat (unchecked), HasMargins (checked), Height (Automatic...), Width (Automatic...).
- Text:** Text (Pet the Cat!), TextAlignment (left: 0), TextColor (Pink), Visible (checked).

At the bottom of the interface, there are links for 'Privacy Policy and Terms of Use' and 'Accessibility: accessibility.mit.edu'.

The screenshot displays the MIT App Inventor web interface. At the top, the navigation bar includes the MIT App Inventor logo, a 'Projects' dropdown, 'Connect', 'Build', 'Settings', 'Help', 'English', and a user email dropdown set to 'ameliacastiburgos@gmail.com'. Below this, the project title 'HelloPurrStarter' is shown next to a 'Donate to App Inventor' button. The 'Screens' section shows 'Screen1' as the active screen, with '+' and '-' buttons for adding or removing screens, and icons for settings and a globe. On the right, 'Designer' and 'Blocks' tabs are visible.

The left sidebar is divided into two sections: 'Built-in' and 'Media'. The 'Built-in' section lists various categories: Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. Under 'Screen1', a 'Label1' component is listed. The 'Media' section shows two files: 'kitty.png' and 'meow.mp3', with an 'Upload File ...' button below them.

The main workspace shows a Scratch-like block for a password check. The block is a 'when Button1.Click' event block. Inside the 'do' block, there is an 'if' block. The 'if' block has a condition: 'PasswordTextBox1.Text = 1234'. If the condition is true, the 'then' block is 'open another screen screenName Screen2'. If the condition is false, the 'else' block is 'set PasswordTextBox1.Text to ""'.





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*Password Purr Tutorial*